

Richfield Recreation Softball Manager Handbook 2017



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Richfield Recreation Services

Welcome to the City of Richfield Adult Softball! We look forward to another excellent year. Enclosed you will find information pertinent to league procedures and rules.

The City of Richfield softball leagues are governed by the United States Specialty Sports Association (USSSA). The following document is a list of rules that are either different from, or more defined than, the USSSA rules and highlight important rules that managers and players should know.

Our hope is that you enjoy your experience participating in our leagues. If you have a comment, question or concern, please feel free to contact me at the information below. Evaluation from participants is extremely valuable and new ideas and suggestions are always welcome.

Sincerely,

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MANAGER'S DUTIES

1. **Pre-season Manager Open House:** (Spring/Summer season only) New teams are required to attend the pre-season Manager Open House. Returning teams have the option of skipping the meeting if they wish.
2. **Be knowledgeable:** Read through and know all league procedures and rules and inform members of your team. If you have a question about a rule or find something unclear, please ask.
3. **Pre-game meeting:** Meet the umpire before the game starts, ask questions as needed, and relay any messages to your team. The person representing your team at the pre-game meeting will be the "designated manager" for the game.
4. **Handling disputes:** The "designated manager" must handle any dispute and will be the only person asking the official questions. Do not let one of your players face ejection by arguing over a call.
5. **Team conduct:** Take charge of your team's and your spectators' conduct. Abusive language, smoking, improper drinking, littering and other irresponsible acts can be penalized.
6. **Communicate with team:** Relay schedule information, changes or other league information, sent via email and posted at www.cityofrichfield.org/softball to your players.
7. **Contact information:** Make sure Richfield Recreation has your correct contact information and a frequently-checked email on file.

SPORTSMANSHIP

1. **Managers are responsible for conduct** of themselves, their players and spectators. Unsportsmanlike conduct will not be tolerated and the officials may eject persons before, during or after a game.
2. **Ejections:** Any person ejected from any game for an unsportsmanlike act including, but not limited to profanity, rowdy or disruptive behavior, mischief, tantrum behavior, and verbal abuse or physical contact/confrontations will result in:
 - a. **Suspension:** Minimum suspension for the remainder of that day.
 - i. A suspended person must leave the site of the game immediately. If the offender doesn't comply within one minute, the offending team forfeits the game.
 - ii. Suspended person will be placed on probation for one calendar year.
 - b. **Excessive unsportsmanlike behavior** may result in additional suspensions, up to removal from the league and permanent suspension from all Richfield Recreation activities.
 - c. **Physical contact with an official or league representative** will result in a minimum 1-year suspension.
 - d. **Multiple ejections:** Any player or manager ejected a third time during a 365-day period for unsportsmanlike conduct shall be suspended for a minimum of one calendar year.
 - e. **Providing ejected person's information:** If a person is ejected from a game, the individual and/or team manager is required to give the official their name. Refusal to give proper name of the individual will result in an immediate forfeit and suspension of the team manager.
 - f. **Appealing ejection:** An individual and/or the individual's team manager that has been ejected from a game has 24 hours from the time of the ejection to contact the League Director to share his/her information regarding the incident. Failure to call/email within 24 hours results in a forfeiture of one's right to appeal the League Director's final decision.
 - g. **Follow-up course of action:** An email will be sent to managers regarding any altercations and the course of action taken.
3. **Casual profanity:** Pertains to expletives, not directed at umpires or opposing players, but uttered by a player or manager frustrated with themselves, a teammate or fan. This type of behavior may first be a warning to both teams then will be penalized by an out being declared against the offending team.
 - a. The outs will be treated as a delayed dead-ball situation.
 - b. If the offending player's team is at bat, the next batter will be declared out.
 - c. If the offending player would remain at bat or is on base, he/she will be called out.
 - d. If the offending player is from the defensive team, the first person to bat in the next inning will be declared out.

- e. If the violation occurs in the bottom of the last inning where the fielding team may not bat again, the player will be ejected for the remainder of that game only. If a team has an eligible substitute, they can continue the game.
4. **Repeated unsportsmanlike behavior from teams/players** may result in the team being suspended from the league and forfeit their league fees.

ALCOHOL & SMOKING

1. **Alcohol:** Consumption of alcoholic beverages is prohibited in all Richfield parks (*Richfield Ordinance 840.11*).
2. **Smoking** is prohibited in all City of Richfield parks (*Richfield Ordinance 840.13*).
3. **Impaired players:** If a player is impaired, he/she can be asked to leave the game by the umpire or league director for the safety of the player(s) and other participants.
4. **Umpire authority:** Umpires have the authority to eject any player who is drinking alcohol or smoking, especially in the dugout area.

PARK REGULATIONS

1. **Park hours:** Taft Park closes at 11:00 p.m. (*Richfield Ordinance 840.01*)
2. **Glass bottles** are not allowed in any Richfield park. Persons who have glass bottles in their possession will be asked to take all full and empty bottles to their vehicles.
3. **Trash:** Please use trash containers to keep the parks clean.
4. **Pets:** Players are asked not to bring their pet unless a non-playing person is actively supervising them and they are on a leash.

Players and fans that break park regulations will be given a warning. After the first warning of the season, teams again in violation will be subject to additional penalties including possible forfeits or expulsion from the league.

SAFETY

1. **Inherent risk of the game:** In addition to the possibility for bodily harm through playing, everyone at the park must be aware of the hazards associated with the game of softball both in and around the ball fields.
2. **Blood rule:** A player who is bleeding or has an open wound shall be prohibited from participation until the bleeding is stopped and the wound is covered. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. If excessive time is involved, the re-entry rule would apply. All teams are encouraged to have a first aid kit with them during each game.
3. **Persons in bench area:** Only players, managers or coaches listed on the team roster will be allowed in the team bench area or on the field of play.
4. **Spectators on field/court/rink:** Spectators are not allowed on the field/court/rink during the game and may result in stoppage of play up to forfeiture of game.

ELIGIBILITY

1. **Defining residents:** Players must live or work full time within the Richfield city limits as of April 1 to be considered a Richfield resident.
2. **Non-resident teams:** Teams composed of less than 75% Richfield residents will be charged the non-resident team rate.
3. **Age:** All participants must be at least 18 years old prior to participating.
4. **Players playing in multiple leagues:** Players may only play on one team per evening.
5. **League eligibility:** Men may only participate in Men's, Corporate or Co-Rec teams. Women may only participate in Corporate or Co-Rec teams.
6. **Pregnant women** are discouraged from playing.

ROSTERS

Roster forms are available a variety of ways including online at www.cityofrichfield.org/softball, in the building at Taft Park, by email request to nthompson@cityofrichfield.org, or at the Richfield Recreation office.

1. **Preliminary roster deadline:** Rosters must be submitted prior to the start of your first game. Players must be on the roster prior to playing in their first game. Players must fill out all information and sign to be legal players.
2. **Failure to return the roster** will result in your team being penalized with forfeits until a completed roster is turned in. At the end of each month (excluding April), forfeits will be declared official if the roster has not been handed in. If a roster is returned before that date, the forfeits will be waived and game scores will stand.
3. **MRPA & USSSA Spring/Summer tournament roster deadline:** 2nd Friday in June. All rosters will be locked at that point for post-season USSSA tournament play only.
4. **Adding players to roster:** Players may be added to your league roster at the fields any time before the last regular-season game.
5. **Final rosters for league play due by the last regular season game.** All changes to your roster must be completed by this date (note minimum game eligibility for playoffs if applicable).
6. **Roster limit:** No roster limits for Richfield league play.
7. **Games with illegal players:** Games with illegal players can be ruled as forfeits.

FREE AGENT LIST

Richfield Recreation keeps a list of individual players who would like to be placed on a team. This list is available to team managers on a by-request basis. Call 612-861-9396 or email nthompson@cityofrichfield.org for inquiries.

INCLEMENT WEATHER

Players and fans should understand that weather conditions can change dramatically in a short period of time. If there is a safety concern, a team is never required to play a game even if the weather line or official has not cancelled a game. The determination on make-ups, forfeits, etc. can be made at a future time.

1. **Weather line:** Call 612-861-9189, option #1 after 4:00 p.m. to verify whether games are on as scheduled.
2. **Weather changes after 4:00 p.m.:** Should weather conditions change after 4:00 p.m., a decision will be made at the game site and the weather line will be updated as soon as possible. Check the weather line frequently.
3. **Game status in question:** Teams should report to the fields if the weather line or game status is in question.
4. **Cancellation time:** If a game cannot begin within ten minutes of its stated game time, the game will be cancelled and all succeeding games may be cancelled as well.
5. **Games cancelled once they have started:**
 - a. A game is "official" after four innings are completed or 3 ½ if the home team is in the lead. If the minimum innings have not been played, the game may continue past the time limit in order to make an official game. If the game is not official when it is stopped due to weather, the game will be resumed at a later date from the point it was suspended.
 - b. Cancelled (postponed) games that are not official will be made up from the exact point of interruption at a later date & time but may not be on the same night of play.
6. **Make-up games:** One or two dates are available for make-up games. If more dates are needed, alternate days or times may be used to accommodate make-up games based on the availability of field space and weather conditions.
 - a. Notification will be emailed to managers within one week of cancellation and the revised schedule will be posted online.
 - b. If games are cancelled and no make-ups are available, credit vouchers will be issued for the amount of the umpire for that game.

LATE ARRIVALS AND FORFEITS

1. **Player limit to play:** A team must have eight players to start a game; no team shall start short.
 - a. Co-Rec: Must have equal or up to two more women than men. 4 men/4 women or 5 women/3 men.
 - b. Corporate: May have up to a 2:1 ratio of men to women or women to men. See "Minimum number of players".
2. **Grace period:** A ten-minute grace period is allowed only for the first game on a field. Those ten minutes come off the game time.
3. **Starting short on players:** If a team is still short players when the game needs to begin, they will be declared the visiting team and play will start. If they need to take the field and are still short players at that point, the game will be declared a forfeit.
4. **Forfeits:**
 - a. A forfeit will be recorded as a 7-0 score.
 - b. Out of respect to the opposing team, please notify the League Director and/or Recreation Services Staff if you need to forfeit a game within a reasonable amount of time. The opposing team will then be notified.
 - c. Any team forfeiting two or more games will lose their returning team status for next season.

PLAYING RULES

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the USSSA rules.

THE PLAYING FIELD

1. **Pitching distance:** 50 feet.
2. **Base lengths:** 70 feet.
3. **Special Co-rec and Corporate play area:**
 - a. Outfield Restraining is used in Co-Rec and Corporate. No outfielder may enter the ag-lime infield area until the ball is hit. Penalty: no pitch. Teams in violation will be warned with the next incident resulting in game ejection(s).
 - b. No infielder (except the pitcher) shall be in front of the base paths until the ball is hit. Penalty: fielder's interference. A delayed dead ball will be called by the umpire. If batter reaches base safely, the play will stand. If an out is made the batter will be placed at first base safely.

EQUIPMENT

1. **Official bat:** The performance standard for all bats will be a Bat Performance Factor (BPF) of 1.20 or less.
 - a. All bats must have the new USSSA thumbprint to be used in league play (pictured at right).
 - b. When a bat does not meet the specifications as defined by the USSSA, has flat spots, pronounced dents or if in the umpire's judgment, the bat has been altered, the umpire shall prohibit the use of the doubtful bat.
 - c. Use of altered bats will not be tolerated. If a player is found to have used an altered bat, he/she will immediately be suspended for at least one year and the bat(s) will be confiscated if they are used in a game.
 - d. For more information on bats, please refer to the USSSA Rule Book under Rule 2, Section 2 The Official Bat.
2. **Official softballs** will be Yellow 12" .40 cor and 325 compression for men and Yellow 11" .44 cor and 400 compression for women.
 - a. The league will provide two new softballs for each game (Men's leagues one provided by each team, co-rec & corporate provided by home team). Regular-season softballs will be distributed the first night of league play and officials will have softballs for the playoffs.
 - b. The softballs should be provided at the umpire/manager meeting before each game or be subject to a 3-run penalty.



- c. Back-up balls should be available by each team. Please retrieve all balls hit out of play as soon as possible and return them to the umpire.
- d. Co-Rec and Corporate games will use one (1) new 11" and one (1) new 12" softball (provided by the home team).
- 3. **Shoes:** Metal spikes will not be allowed in any leagues.
- 4. **Bat rings** or "donuts" are not allowed.
- 5. **Uniforms:** Teams are requested, but not required, to have matching colored shirts. Teams advancing to USSSA region or state tournaments must have similar colored shirts.
- 6. **First Aid:** Each team should supply a first aid kit for their team.
- 7. **All other equipment** not sanctioned by the United States Specialty Sports Association (USSSA) is not allowed.

THE GAME

1. **Home team** is listed first on the schedule. During playoffs, the higher regular-season seed will be the home team.
2. **Designated manager** is the person meeting with the umpire prior to the start of the game. Any discussions with the official should only involve the designated manager.
3. **Official game** shall consist of seven innings, unless otherwise noted below:
 - a. No new inning shall begin after 55 minutes.
 - b. A game is official after four innings are completed or 3 ½ if the home team is in the lead. If the minimum innings have not been played, the game may continue past the time limit in order to make an official game.
 - c. Games can end in a tie. Extra innings will be played only if there is still time remaining.
 - d. 20 run rule after four innings and 15 run rule after five innings. The flip-flop rule will not be utilized in league play.
4. **Pitching options:** All leagues will be offering an alternative pitching option. Legal positions of the pitcher's feet include:
 - a. The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the pitching plate and up to six (6) feet behind the pitcher's plate.
 - b. Preliminary to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.
 - c. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or pitching area. After taking the initial position, the pitcher may take more than one step with the free foot, in any direction of his/her choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
 - d. After the release of the pitch, there are no restrictions on pitcher's subsequent movements or the fielding positions he/she may assume as a defensive player.
 - e. The 3 – 10 foot arc still applies for any pitch delivered behind the official rubber. For more information on pitching, please refer to the USSSA Rule Book under Rule 6, Pitching Rule.
 - f. Illegal pitch house rule: Umpires will verbally call an illegal pitch before it gets to the batter.
5. **Home runs:** All leagues will have a three (3) home run limit per game with the one-up rule in effect. Any other ball hit over the fence between the foul lines, except when touched by a fielder, after the limit is reached, shall be declared an out.
 - a. **One-up rule:** All leagues will use the one-up rule. *I.E. Team A has hit its max allowed home runs in a game. Team B can hit their max, plus one. Once team B has hit their additional home run, Team A is allowed to hit another two home runs (one home run up or "one-up" from Team B). And this cycle continue with the exception of the bottom of the last inning. In the last inning, the home team can equal the number of home runs from the visiting team, but may not go "one-up"*
 - b. **Hit-n-sit:** When a player hits a home run over the fence, that player and any players on base can simply return to the dugout, they do not need to run the bases.

6. **Start times** may be as early as 6:00 p.m. and as late as 9:30 p.m. on Monday through Friday games. Sunday games may be as early as 5:00 p.m. and as late as 9:30 p.m. Weekday game times are typically 6:30, 7:30, 8:30, and 9:30 p.m. In double-header leagues, every effort is made to schedule games back-to-back.

THE PLAYERS AND SUBSTITUTES

1. **Minimum number of players:** A team must have at least eight players to start and continue a game. The 9th and 10th player may be added to those positions any time before the end of a game and be placed at the bottom of the batting order.
 - a. Co-rec teams must field an equal number of men and women, or in the case of odd numbers, more women.
 - b. Corporate may have up to twice as many men than women or women than men. Legal examples:
 - i. 10 players: 6 men/4 women, 5 men/5 women, 6 women/4 women
 - ii. 9 players: 6 men/3 women, 5 men/4 women, 4 men/5 women, 3 men/6 women
 - iii. 8 players: 5 men/3 women, 4 men/4 women, 3 men/3 women
 - c. In co-rec, the 9th and 10th player may be added at any time as long as the number of men doesn't exceed the number of women.
 - d. If a team begins with nine or ten players, but must drop to nine or eight (co-rec must drop to eight if the player dropping out is a female), that player's spot in the batting order will be an out.
2. **Re-entry:** Players removed from the line-up shall re-enter the game only when their team is in the field. They shall return to their original position in the batting order.
3. **Starter's re-entry:** Starters may re-enter once.
4. **Courtesy runners** may be used – details are in **BASE RUNNING**.
5. **Defensive positions in co-rec:** There are no male/female restrictions for defensive positions in co-rec leagues. However, once an inning starts, players must remain at the defensive position in which they began the inning except for pitching changes and substitutions. Pitching changes and substitutions must be same sex.

BATTING

1. **Batting line-up:** Teams must announce their batting line-up length to the opposing team and umpire at the beginning of the game.
 - a. Batting line-up length may be 8, 9, 10, 11, 12 or continuous. Any drop in the original batting line-up length will result in an appealed out unless a substitute is available to fill the vacated spot.
 - b. Co-rec teams may bat an odd-numbered line-up, but must have more women than men. Any of (and only) the players listed in the batting line-up may play the ten defensive positions.
2. **Co-rec batting order:** Teams must alternate male-female in batting order when possible. If necessary, no more than two females can bat consecutively. If it is necessary to have two females bat consecutively, every player will bat before returning to the top of the order. The batting line-up is set and may not float a women's line-up within a men's line-up or vice-versa.
3. **Corporate batting order:** Teams must alternate male-female in batting order when possible. If necessary, no more than two males or females can bat consecutively. If it is necessary to have two males/females bat consecutively, every player will bat before returning to the top of the order. The batting line-up is set and may not float a women's line-up within a men's line-up or vice-versa. Teams may not have more than twice as many men than women or women than men batting.
4. **Ejections:** If a player is ejected, that spot in the batting order is an automatic out unless they have a substitute available to fill the vacated spot.
5. **Batting count (balls/strikes):** A three-ball, two-strike count will be used in all leagues.
6. **Courtesy fouls:** No courtesy fouls will be used in any leagues.

BASE RUNNING

1. **Double 1st base:** A double first base is used for league play. Any batted ball hitting the white portion is fair and any batted ball hitting the orange portion is foul. On the initial throw to first base, the batter-runner must touch the orange portion of the base. The defensive player must touch the white portion of the base. This is, in effect, only on the initial play at first base and does not include:
 - a. Returning to the base after over running.
 - b. Running on a base hit to the outfield (runner may touch white or orange portion).
 - c. Re-tag to advance on a fly ball. If the batter/base runner is called safe for the initial play at first base but missed the orange base, the defensive team can appeal. To appeal, the defensive team must alert the umpire that they are appealing the runner at first and either legally tag the runner before the runner returns to first base or legally hold the ball on first base before the runner returns to first. The defensive team may also appeal after the umpire signals "Play ball," but before the first pitch is thrown to the next batter. The pitcher must make a verbal appeal announcing which runner and which base they are appealing.
2. **Courtesy runners:** A limit of two (2) players can use a courtesy runner for the duration of the game.
 - a. Said player must be the last player who made an out.
 - b. Co-rec is allowed two male and two female courtesy runners. Runner(s) shall be the last same-sex out.
 - c. Batters must reach base safely before a courtesy runner may be used.
3. **Men walked in co-rec:** In co-rec leagues, if a man is walked, the next batter has the option to bat or walk. The man is awarded second base whether the woman chooses to walk or bat.
4. **Walks in corporate:** No special men/women walk rules in corporate leagues.
5. **Home run hit-n-sit:** After a player hits a home run over the fence, they can choose to hit-n-sit instead of running the bases. Any player(s) on base when a home run is hit over the fence have the same option.
6. **Sliding** is allowed in all leagues, but is never required under any circumstance. All players must avoid contact while running the bases and defensive players may not block baselines.

UMPIRES

The umpires are contracted through AAA Officials. They are authorized and required to enforce all the rules that govern league play. Umpires have the authority and should use it with discretion to direct managers, coaches, players and fans to do, or not do, any act within their judgment to manage the game and enforce the rules of play. Each game will be officiated by one umpire.

1. **No-show or late umpire:** Umpires should be at their field a minimum of five minutes before the game starts. If you don't have an official at that point, please notify the Recreation Attendant (red staff shirt) or another umpire immediately and a supervisor will be contacted to attempt to find a substitute. Both managers should then agree to one of the following:
 - a. Play the game with a substitute umpire agreed upon by both teams. The game result will stand. No rule protests will be allowed. Ask another umpire or the Recreation Attendant for a scorecard. Report scores to the League Director the next business day along with a substitute umpire packet (available in the Taft building) for payment.
 - b. Play the game self-officiated. A player from the batting team will act as home plate umpire, while the 1st and 3rd base coaches will act as base umpires. Plays at 2nd base should be called by the 3rd base coach. No rule protests will be allowed. Ask another umpire or Recreation Attendant for a scorecard. Report scores to the League Director the next business day.
 - c. If either team wants to postpone the game and have it rescheduled with an official, they can do so, but a "pick-up" or "for-fun" game shall not be played in this instance. If a pick-up or for-fun game is played, it will be considered a self-officiated game (above) and the results will be official. Depending on field availability, the rescheduled game might not be on the same night of league play.

- d. If teams choose a substitute umpire or a self-officiated game, the game should start immediately following your decision in order to keep games on schedule. If an umpire arrives, they will take over from the substitute or self-officiated game.
2. **Forfeits w/o umpire:** If there is a no show or late umpire, it does not matter if one or both teams do not have enough players to start the game. Only the umpire assigned or an official substitute for that game can call a forfeit due to a team not having enough players.
3. **Names of ejected players:** Umpires are required to obtain team and player names involved in any incident they see fit or that results in an ejection. Refusal by a manager or player to give proper names of other players or refusal by a player to give information regarding himself/herself, will result in an immediate suspension and the game becomes an immediate forfeit.
4. **Protest policy:** The USSSA has a specific protest policy. If you want to protest a rule interpretation by an umpire, be sure to follow the process properly or it is null and void.

SCORING

Home team is responsible for keeping the official scorebook. This is important when protests occur, when games are halted for weather, when score disputes arise or when batting line-ups are questioned. Visiting teams are advised to keep a scorebook as well.

For playoff purposes, a team's score book will be used to determine if a player has played the appropriate amount of games, so be sure to keep accurate books each night and have your scorebook with you during the playoffs.

PROTESTS

A protested game can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of Official Printed Playing Rules. Umpire's judgment decisions may not be appealed or protested on grounds that he/she was not correct regarding: balls and strikes, that a batted ball was fair or foul, that a base runner was safe or out or when a game is called for darkness, rain and/or time.

RULE PROTEST PROCEDURE

A team may protest a rule infraction, but not a judgment call.

1. Teams wishing to protest a rule infraction must notify the umpire before the next pitch.
2. The umpire will then notify the other manager of the protest and write down on the scorecard the circumstances of the protest and the current status of the game in reference to the score, inning, outs, base runners, etc.
3. The protest must be received in writing at the Recreation office within twenty-four (24) hours after the game accompanied by a \$50 cash deposit.
4. The League Director will then rule on the protest and may consult with the Head Umpire. If the protest is upheld, the protested game will be replayed from the point of infraction and the \$50 cash deposit will be returned. If the protest is denied, the game will stand as played and the protesting team will forfeit their \$50 cash deposit.

ELIGIBILITY PROTEST PROCEDURE

1. Teams wishing to protest a player's eligibility must notify the umpire before the end of the game. Protests filed after the completion of the game or after the player has left the softball complex will not be allowed.
2. The umpire will then notify the other manager of the protest.
3. The protesting team must prove their team's eligibility first.
4. Then the players who have been protested will be required to print and sign their names on the scorecard before play can resume. If the player refuses to print and sign his/her name, the player will be ejected from the game and his/her team will forfeit the game.
5. The protest must be received in writing at the Recreation office within twenty-four (24) hours after the game accompanied by a \$50 cash deposit.

6. The League Director will then rule on the protest and may consult with the Head Umpire. If the protest is upheld, the team with the ineligible player(s) will forfeit the game in question and the \$50 protest fee will be returned. The ineligible player(s) and offending manager will be put on probation for one year. Any reoccurrences within that calendar year will result in the offending manager and ineligible player(s) being suspended for 12 games. If the protest is denied, the game will stand as played and the protesting team will forfeit their \$50 cash deposit.
7. Playoff protests will only be handled at the fields the evening of the playoffs by the Umpire In Chief or Lead Umpire. Cash deposits apply.

STANDINGS & AWARDS

1. **Final regular-season league standings** determine playoff seeds and are based on:
 - a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. If tied, head-to-head record.
 - c. If tied, run differential from head-to-head games.
 - d. If tied, overall run differential.
 - e. If still tied for first place, a coin-flip will determine regular-season standings.
2. **League awards:** The regular-season will set the seeds for the playoffs. The playoff champion will receive \$150 (Spring/Summer) or \$100 (Fall) in one of the following options:
 - a. Credit toward their next league in Richfield (must be used within one calendar year).
 - b. Reimbursement toward their USSSA state tournament entry fee.
 - c. Gift certificate to a local establishment in Richfield (liquor stores not allowed).

POST-SEASON PLAY

RICHFIELD LEAGUE PLAYOFFS (SPRING/SUMMER ONLY)

1. Playoffs will be held for all spring/summer leagues. They will be single elimination with only the top eight seeds in the regular-season involved. Playoffs will begin the week following the last regular-season game.
2. Depending on the number of cancellations, playoffs may have to be on a different night from regular-season play.
3. Players must have played in at least two regular-season games for single-game and at least three regular-season games for doubleheader leagues to be eligible for playoffs. A team's score book will be used to determine if a player has played the appropriate amount of games, so be sure to keep accurate books each night and have your scorebook with you during the playoffs.
4. The higher regular-season seed will be the home team in each match-up.
5. No games will end due to time limit, but the run rules are in effect.
6. Ties will be broken by playing extra innings.
7. Playoff protests will only be handled at the fields the evening of the playoffs by the Umpire in Chief or Lead Umpire. Cash deposits apply.
8. League will provide game balls for playoffs.
9. All league rules apply unless otherwise noted.

REGIONAL/STATE SOFTBALL TOURNAMENTS

1. All teams registered for a Richfield Recreation league are sanctioned through USSSA and eligible for sanctioned tournaments.
2. Check tournament dates and locations on the Minnesota USSSA website: <http://www.mnrpa.org/softball/>
3. Teams interested in playing their respective region/state tournament must pay the entry fee to Richfield Recreation by the listed deadline. If there are more teams interested than berths available, teams not going will be refunded their entry fee. If there are equal or less teams than berths, there will be no refund.
4. Berths to their respective region/state tournament can be purchased through Richfield Parks & Recreation. In the event that more teams are interested than berths available, there is a priority system drawn up based on

league finish and league strength. There are no refunds unless there are more teams interested than berths available.

5. A team that purchases a berth to a region/state tournament and forfeits will be banned from post-season play the following season.

INTER-LEAGUE MOVEMENT

As a general rule, where applicable, league winners will move up a league and the last place teams will move down a league. However, the League Director can make exceptions at their discretion including moving multiple teams up/down or leaving teams in the same league based on a wide variety of reasons and situations. While input from teams is taken into consideration, no refunds will be given to teams who disagree with the division in which they are ultimately placed.

LOST & FOUND

The City of Richfield will not be responsible for lost or stolen items. Any item found should be turned into the Recreation Attendant, an official, or placed in the Taft building. Individuals who have lost an item should inquire at the appropriate location during league play. Claimants will be asked to describe the lost item in detail. This includes items that may have been turned in to the lost and found. Items not claimed by the end of the season will be discarded.

INSURANCE

Be aware that there are inherent risks to playing the game of softball. Injuries may occur. The City of Richfield does not provide insurance for the participants of the adult leagues. Each player as a result of participation in the leagues assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league. Team insurance policies are available through the USSSA. Information is available on the national website www.ussa.org.

Richfield Recreation has the right to change or add rules at any time for the betterment of all.